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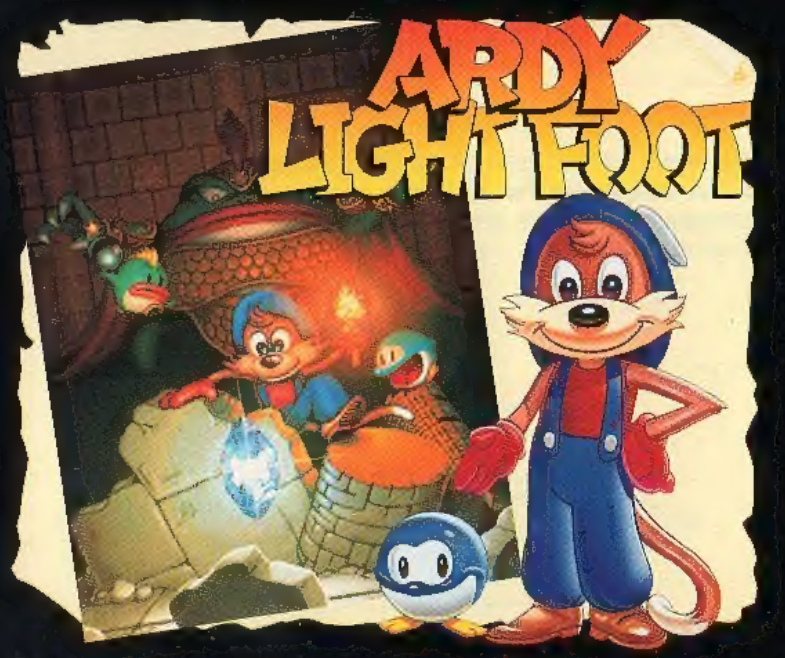

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

TITUS

TITUS SOFTWARE CORP.
20432 CORISCO STREET
CHATSWORTH, CA 91311

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Table of Contents

Game Story 3
Game Controls Summary 4
Control Pad 5
Let's start the Adventures 6
Main Game Screens 7
Game Over and Password 7
Characters 8
Items 10
Hints 11

Game Story

This game is composed of **17** action scenes.
Map screens and demonstration scenes will appear between these action scenes.

ARDY LIGHT FOOT

PEC

This young adventurer is criss-crossing the Prismland everyday with his friend **PEC**.

PEC is **ARDY's** best friend. He often has arguments with Ardy, but when he is needed. PEC is always ready to sacrifice himself in order to save his friend ARDY.

The adventures start when Ardy finds a slate on which a poem is written. It states that if someone can collect 7 pieces of the rainbow, one of his dreams will be realized.

Game Controls Summary

Y button:

- Throw PEC
  When ARDY is accompanied by PEC, if you push the Y button, ARDY will make PEC attack his enemies. When PEC is thrown by ARDY, PEC will eat small enemies, catch rocks and bombs with his mouth and then hand them to ARDY.
- Pick up and put down items
  When ARDY is standing close to items, such as rocks or bombs, you can make him pick up these items by pushing the Y button. Push the same button once more to make him put these items down.

If you push the Y button when ARDY is running with an item in his hands, he will throw it away.

B button:

- **Jump:** ARDY jumps with the B button. The longer you press it, the higher ARDY will jump.
- **Stand on the tail:** If you press B a second time during ARDY's jump and keep it pressed, ARDY will land on his tail. He can move in this position. Press the DOWN ARROW button to put him back on his feet.
- **Jump with the tail:** If the B button is released when ARDY is on his tail, he will use his tail to jump higher than normal.
- **Crush enemies:** ARDY can crush his enemies by landing on them with his tail (some tough enemies are not crushable!).

If Ardy jumps on an enemy with his feet, he will hurt himself.

Control Pad

Crouch down:
ARDY can crouch down with the DOWN ARROW.

Climb up and down:
Jump toward the ivy and press the UP ARROW in order to catch it. Then climb up or down with the UP or DOWN ARROW.
Move to the left or the right side of the ivy: When ARDY is on the ivy, you can move him to the left or the right side with the LEFT or RIGHT ARROW.

Hide:
You can hide ARDY by keeping the UP ARROW pressed, ARDY will pull out from his pocket a cloak and will hide himself for a while.
When he is hidden, he cannot be attacked by enemies, but he cannot move neither.
Release the UP ARROW to stop hiding.

Run:
Keep the direction arrow pressed and ARDY will start to run. If you jump while running, you can jump further than when you walk.

Push:
You can push rocks or walls when you touch them if you keep the direction arrow pressed.

Pull:
Press A to catch rocks or walls, then press the opposite direction arrow to pull them.

START button
Press it during the game to have a pause. Press it again to continue your game.

SELECT and X buttons
These 2 buttons are not used in this game.

Let's Start the Adventures!

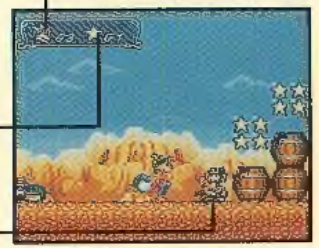
At the start screen, use the UP and DOWN buttons to select NEW GAME or PASSWORD, then press START to begin.
The opening demonstration scenes will be cut by pressing START.

NEW GAME
The game will start from the beginning.

PASSWORD
Make ARDY replace the fruits in the same position as when you finished the game last time, and the scene number will be displayed on the right sign. Go out of the screen from the right, and the game will restart from the beginning of that scene.
If you have cleared several scenes the last time, you can select the scene that you prefer with the L and R buttons.
Press START if you want to reset all fruits to their initial position.

Main Game Screens

Action Screen



(1) Quantity of ARDY's lives:
If ARDY suffers any damage when he is holding PEC, he will lose PEC. In this situation, if he suffers any other damage, he will loose one credit.

(2) Quantity of Starchip:
100 starchips will give ARDY an extra life (1 UP).

(3) CONTINUE marker:
If you step on this monkey, you can restart from this point after you have lost.

Map Screen
A screen appears when you move from one scene to another.

Game Over and Password

When the game is over, ARDY will escape from the wooden cage. Make him choose "**GO**" to continue or "PASS" to get the password.

GO (Continue)
You can restart from the beginning of the scene you left, when your game is over.

Even if you have the CONTINUE marker, you must start from the beginning of the scene.

PASS (Password)

The position of the 3 fruits on:

(1) the roof,
(2) the stump,
(3) the table,
(4) the balloon, or
(5) the branch will be the password. Note this position in order to input it the next time you want to play this game, so that you will beable to go directly to the beginning of the scene you left.

CHARACTERS

NINA
Friend of Ardy's forever. She lives in the suburbs of a mining town with her old grandfather. As she inherits the pendant containing the "RED piece of the rainbow", the Visconty's band is after her life!

The SENIOR
Grandfather of Nina. All the inhabitants of the village trust and obey him. This story begins when the Senior reads the slate brought to him by ARDY.

DON JACOBY
A legendary adventurer known by everyone, but few people have seen him.

He has fought with Visconty in the past, and this time he will fight again with his old enemy to save Ardy.

The OLD LADY
The woman who protects the forest. The "GREEN piece of the rainbow" of this forest will be stolen by Visconty's band.

LUMBERJACKS
They are inhabitants of the forest.

KOPIS
The soldiers of Visconty's band. Enemies of Ardy.

MORDAN
Commander of Visconty's band who attacks the Mining town.

CATRY
The very nimble wildcat woman who will cause Ardy many troubles, and will steal the "GREEN piece of the rainbow" from the forest.

GILSON the pirate
The captain of the pirate ship that criss-crosses the ocean. He protects the treasure of the ruins in the South Ocean from the tomb thieves. Adventurers are afraid of him, but he will never join the band of Visconty.

BEECROFT
The right hand of Visconty. Sly fellow who desires the top place of the band.

VISCONTY THE DEVIL
The boss of Visconty's band. He built his castle in the middle of the ocean, and does only evil things. He wants to collect all the 7 pieces of the rainbow in order to reign over the world.

ITEMS

TREASURE BOXES

You can find these boxes in several places on the map. They contain one of the following items:

PEC: This will revive PEC

1 UP: This will give to Ardy one more life.

STAR CHIP: This will give you 10 more stars. With 100 stars, you have 1 UP.

DRUG: This will transform Ardy. A second bottle of this drug will transform him back into his normal conditons.

OTHER AVAILABLE ITEMS:

Portable item. Can be used for various purposes, such as a step in order to reach high places, where Ardy cannot reach even with the high jumps with his tail.

BOMB

To be used to destroy floors or walls. You must set it very quickly, otherwise Ardy will be damaged by its explosion. Sometimes it can be found in a treasure box.

KEY

To be used to open locked doors.

MIRROR

To be used to reflect the deadly beams generated by some bosses.

Among these items, some give PEC a strange power. When PEC changes his color, shake him in order to check this power.

HINTS

1. Ardy can increase his tail-jumping power by puffing up PEC in the air.

2. The switch in the room where Ardy fights against Catry can also be pushed by PEC. Besides, Catry is always aiming at Ardy. So if you try to lure her before going to step on the switch, you can beat her easily!

3. You can also easily beat the scary big boss by using your **hiding power**. Try to invent your own attack method.

4. The ghost that appears from the lamp will not be damaged by any attack from Ardy, but he does have his weak point. What can you find in this room besides this ghost ?

5. Rocks will stop and throw back arrows, so don't forget to use them.

6. Ardy will land and stand on his tail if you keep the B button pressed continuously during his jump. Try this if you cannot make Ardy jump with his tail. But be careful, don't jump where Ardy may hurt his head!

7. The attacks of Visconty are really very dangerous. Though, if you observe him carefully, you will beable to foresee his next move!

Go, Ardy! Do your best for the peace of Prismland !

Notes

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TITUS SOFTWARE CORP.
20432 CORISCO STREET, CHATSWORTH CA
91311 - (818) 709-3692